

Sub a1> 1. A method for operating a coin operated entertainment automat comprising placing a coin into a coin acceptance device of an entertainment automat; testing the coin in a coin testing device; displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device; controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator; influencing the course of the game by an operational element disposed on the front side of the entertainment automat; substituting a symbol by another randomly determined symbol; renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached, and accumulating the obtained winning in a credit balance counter.

2. The method according to claim 1, further comprising networking a second entertainment automat to the first entertainment automat;

simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;

determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;

coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

3. A method for operating a coin operated entertainment automat comprising

inserting payment into an automatic entertainment automat; activating a game time after receiving the payment by the automatic entertainment machine;

randomly drawing all cards;

determining if a game time has ended;

displaying the winning values in case the game time has

ended;

determining if a key has been depressed in case the game time has not yet ended;

determining if the depressed key is a hand out key or a hold key in case a key had been depressed;

randomly drawing cards not being held in case the hand out key had been depressed;

holding cards in case the hold key had been depressed;

actualize the intermediate state;

determining if a certain winning combination had been reached;

randomly drawing again all cards if the certain winning combination had been reached;

determining again if the game time has ended if the certain winning combination had not been reached.

Sub 4. The method for operating a coin operated entertainment automat according to claim 3 further comprising

determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.

5. The method for operating a coin operated entertainment automat according to claim 3 further comprising
networking a second entertainment automat to the first entertainment automat;
determining which one of the entertainment automats assumes a master function;
determining which one of the entertainment automats assumes a slave function;
determining if a jackpot filling level has reached a predetermined release amount;
starting a jackpot game at the entertainment automat performing the slave function;
waiting till the slave is ready;
activating the game time for the entertainment automats;
randomly drawing all cards;
determining if a game time has ended;
collecting the game results of the slave entertainment automat in the master entertainment automat;
distributing of the game results to the slave entertainment automat by the master entertainment automat;
calculating of the winning amount;
displaying the winning amount.

6. The method for operating a coin operated entertainment automat according to claim 5 further comprising

sending a readiness signal to the master entertainment automat;

waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.

7. A method for operating a coin operated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on the front side of the entertainment automat, and wherein a displayed symbol combination comprises several symbols, and wherein a symbol can be substituted by another randomly determined symbol, wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can

be renewed within a predetermined time window, until the winning carrying symbol combination is reached, and wherein the obtained winning is accumulated in the credit balance counter.

8. The method according to claim 7, wherein the entertainment automats (1) are networked together, and wherein the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter, wherein in the game mode is determined at which entertainment automat (1) the highest winning value is reached within a time window predetermined by the control unit (7), and wherein the winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning within the time limited game mode.

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